CHECK OUT THE EVER-GROWING

LEAPSTER™

MULTIMEDIA LEARNING SYSTEM LIBRARY!

KINDERGARTEN

Welcome to Carnival Marvel! Step right up to play 6 learning games that teach over 45 essential reading and math skills for kindergarten.

DORA THE EXPLORER™

¡Hola! Help Dora and Boots rescue animals and learn 45 pre-kindergarten and kindergarten skills! ¡Vamonos! Let's go!

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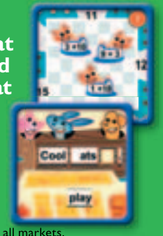
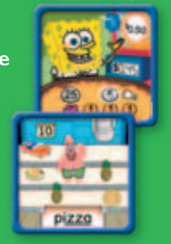
1ST GRADE

Join Leap, Lily and Tad at the Beach Boardwalk, and play 6 learning games that teach over 70 essential reading and math skills for 1st grade.



SPONGEBOB SQUAREPANTS™

Help SpongeBob save the Krusty Crab and play 5 action-packed learning games that teach 45 skills.



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CREATED BY STEPHEN HILLENBURG

Actual covers may vary. All titles may not be available in all markets.
Images are representative of gameplay and do not reflect actual screenshot pixelation.

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MULTIMEDIA LEARNING SYSTEM LIBRARY!

LEAPSTER™

MULTIMEDIA LEARNING SYSTEM ACCESSORIES

RECHARGING SYSTEM

The Leapster™ Recharging System is the fast, easy and kid-friendly way to keep the Leapster handheld charged and ready for hours of learning play! It's easy! Just insert the included rechargeable battery pack—and then dock your Leapster handheld to recharge the batteries. In less than 3 hours, you're ready for more action-packed learning fun! Also includes AC adapter, so you can power the Leapster directly from an AC outlet!

Includes:

- Recharging dock
- AC adapter
- Rechargeable battery pack

CARRYING CASE

This protective carrying case holds the Leapster™ handheld, plus 6 software cartridges!

Recharging System and Carrying Case each sold separately.
May not be available in all markets outside of the U.S.

EDUCATIONAL
BOOK
CARTRIDGE

PARENT GUIDE

WWW.LEAPFROG.COM

THIS GUIDE CONTAINS IMPORTANT INFORMATION.
PLEASE KEEP IT FOR FUTURE REFERENCE.

WELCOME TO **Reading with Phonics**

Read and learn with this interactive storybook that brings the magic of reading to life with lively characters and engaging activities.

1 Getting Started:

Insert the cartridge with the printed side facing front. Press the On/Off button to begin.

2 Sign In

1. Follow the on-screen instructions to sign in.
2. The Leapster™ handheld will store the game information of up to 3 players. To remove a player, touch the "X" button on the screen.

3 Many Ways to Play

Reading with Phonics has an interactive story and 7 exciting learning games. There are many ways for your child to play games and explore the story. Your child can read the story and play games; read the story straight through; or pick any page from the story to read and play. Finally, your child can proceed straight to the 7 interactive games by selecting the "Games" button at the bottom of the screen.

To turn off the background music, touch the blue loudspeaker icon on the screen to the left of the "Games" button. Select "Music On" or "Music Off" and "OK" to confirm. This setting will return to "Music On" each time the unit is powered on.

All images in this Parent Guide are representative only of gameplay and do not reflect actual screenshot pixelation.

CHECK OUT THE EVER-GROWING

LEAPSTER™

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MATH BASEBALL

It's game time! Use your addition, subtraction, multiplication and division skills to win the baseball championship!

LETTER FACTORY™ VIDEO

Join Leap, Lily, Tad and Professor Quigley on this interactive video adventure to the Letter Factory, where new letters learn their sounds!

MR. PENCIL'S LEARN TO DRAW AND WRITE

Dozens of art tools and more than 100 step-by-step lessons let children draw, write and create anything they can imagine.

TALKING WORDS™ FACTORY VIDEO

Join Leap, Lily, Tad and Professor Quigley on this interactive video adventure to the Talking Words Factory, where letters combine to make words.

COMING FALL 2004!

What Is Phonics?

In order to identify words quickly and correctly and become fluent readers, children must become proficient at decoding words. They must learn that each letter of the alphabet represents a sound and that words can be broken down into their sounds, or "sounded out." The relationship between sounds and their spellings is called *phonics*.

Before children can use phonics to decode words, they must learn that words are made up of separate sounds. To read, we blend sounds together. To spell, we break down words into their sounds. Using simple CVC (consonant-vowel-consonant) words, such as *cat* and CVCe words, such as *bike,* this level of Leapster *Reading With Phonics* teaches children to identify short and long vowel sounds. Through a lively story and fun-filled activities, children develop the ability to recognize and distinguish vowel sounds, as well as read them. The knowledge they gain will have a powerful and lasting effect on their decoding abilities.

How a Tutorial Works

The goal of a tutorial is to provide a strategy for breaking down a skill into its smaller parts. A tutorial is activated when the player presses the Hint button.

Mole's Huge Nose

HOW TO PLAY

Story Summary: Playful mice join Lily and Tad in the kitchen as they try to bake a cake! Once the cake is done, it's time for a picnic! Lily invites her friend Mole to join in, but he is moping in his hole. Can Lily get Mole to share in the fun of a picnic with ice cream and cake?

Story Options: Players choose from three options to hear the story read aloud:

- Press **Read With Me** to hear the narrator and the characters read the whole story without pausing for the activities. Note: The player can interrupt this mode at any time to enter Read and Play.
- Press **Read and Play** to make the story interactive. Players use the forward and back arrows at the bottom of the pages to control the pace of the story. They can also click on story pictures, and access activities in this mode.
- Press **Pick a Page** to see reduced-size images of story pages. Players scroll though these pages until they find the page they want and touch it. Then they choose either **Read and Play** or **Read With Me** to go directly to that page.

Story Features: Players can access these features from the Read and Play and Pick a Page modes:

- Press ⬭ to hear the page text reread.
- Press △, then touch any word on the screen to hear it spoken in the Say It mode, or "sounded out" in the Sound It mode. Note: Two letters that make a single sound, such as *sh* in *fish*, are highlighted and sounded out together. Words that often appear in print, such as *said* and *the*, are also highlighted, but they're pronounced as words rather than "sounded out" because they are phonetically irregular.
- Press A to play a game and choose its level of difficulty.

Encourage your child to experiment by touching different parts of the screens. Your child will find silly surprises such as animation, sound effects and additional dialogue hidden within the screens!

WHAT'S BEING TAUGHT?

Phonics/Spelling: An understanding of the relationship between sounds and their letters; an understanding that a word is made up of several sounds; the ability to segment sounds in words to spell them, and blend sounds together to read them.

Rhyming Words: An understanding that a rhyming word can be made by changing the initial sound of a word.

Comprehension (Problem/Solution): An understanding that a story has a plot in which the main character has a problem that must be solved. Ask your child:

- Who are the characters in this story? Which one is the main character?
- Where does the story take place?
- What is the main character's problem?
- Who helps the main character solve his problem?
- What does Lily do to help Mole?
- Why do you think Lily's idea helped Mole feel better?

WHY IS THAT IMPORTANT?

Once children understand that words are made up of several sounds, they can begin to sound out words to read and spell them. By following a word-for-word reading, youngsters continue to make the association of printed letters to their sounds, as well as printed pages to spoken language. They also learn how to track print from left to right, and how to associate words with their meaning.

Finally, by putting words in the context of a story that entertains while it teaches, young learners come to understand that reading can be a great source of pleasure—which is the very best incentive for learning how to decode words.

Fridge Magic

HOW TO PLAY

While Tad gets ready to bake a cake, players make new words! First, players are prompted to spell a word in the CVC (consonant-vowel-consonant) pattern. With each prompt, three space bars and a picture of the word appear at the top of the screen. Players spell the word by choosing from the array of letter magnets on Tad's refrigerator door. With each correct response, the letter floats into position until the CVC word is formed. Once a word has been spelled, players add the silent e to make the vowel "say its own name."

WHAT'S BEING TAUGHT?

Letter/Sound Association: An understanding that letters stand for sounds: the letter *a* stands for /a/ as in *apple*; the letter *p* stands for /p/ as in *pan*; etc.

Level 1: Players identify letters through sound associations in order to form CVC pattern words.

Level 2: Players make their own associations of letters to sounds in order to "sound out" CVC pattern words.

The Silent e Rule: An understanding that adding the silent e to the end of a CVC pattern word makes the vowel say its own name.

Auditory Discrimination: An ability to distinguish between the long and short sound of each vowel.

WHY IS THAT IMPORTANT?

Short vowel sounds require lots of practice for mastery because they are so difficult to isolate and hear. Providing an auditory prompt, or sound to associate with a letter, is a helpful early learning strategy. Phonemic substitution is another key strategy in the study of letters and sounds. For example, by substituting initial sounds in words and keeping the same endings, you can make rhyming words. By adding a silent e to many CVC words, you change the medial vowel sound from short to long. Activities that help children separate and isolate the sounds in words not only help them to distinguish between vowel sounds, but also help them to become better listeners.

Mixed-Up Mice

HOW TO PLAY

These mice even know how to make a game of clean-up time! One little mouse hides beneath each of three bowls that contain look-alike words. Players identify the different words by specific attributes. The mice then scurry around the kitchen counter beneath their overturned bowls. Can players find the bowl that contains the last word they identified?

WHAT'S BEING TAUGHT?

Letter and Word Recognition: An ability to recognize and distinguish between letters based upon their shape or configuration; an ability to identify a word based upon the order and configuration of its letters.
Level 1: Players identify words that begin or end with a specific consonant sound, or contain a specific short vowel sound.
Level 2: Players identify words with long vowel sounds in the CVCe pattern.
Auditory Discrimination: An ability to distinguish between the short and long vowel sounds of *a, i, o* and *u*.
Visual Discrimination and Memory: An ability to distinguish between words that look alike; an ability to remember the position of objects in space.

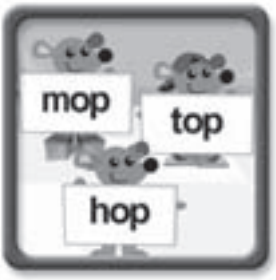
WHY IS THAT IMPORTANT?

The instant recognition of words in context is an important part of reading fluency. Once this skill becomes automatic, youngsters no longer have to pause in their reading to "sound out" words. Even new words become part of a pattern of words that has become automatic to decode. Instant word recognition relies on many skills: the ability to recognize the shape of letters and associate those letters with their sounds; the ability to order the letters in a word; the ability to remember or recall print items, and discriminate one from the other. When children have mastered these skills, they are on the road to reading fluency.

Big Cake Take

HOW TO PLAY

Now that the cake is baked, it's time to have a picnic! The mice are trying to earn pieces of cake, and players are asked to help them! As the mice hold flash cards with letters (or words) on them, players are told which ones to pick. The object of the game is to pick the letters (or words) in the order they were given. The challenge lies in how many letters (or words) the player can remember in the right order!



WHAT'S BEING TAUGHT?

Auditory Memory and Sequencing: An ability to recall a series of letters or words presented orally; an ability to remember information in the order in which it is presented.

WHY IS THAT IMPORTANT?

Auditory memory and sequencing are skills that are put into play throughout a child's academic life. For early learners, the ability to remember the sounds of letters and then sequence those sounds to form words is fundamental to reading and spelling. To learn the multiplication tables, follow directions in science lab, and even order events on a historical timeline, children must be able to remember and logically sequence information presented orally.

Tic-Tac-Cake

HOW TO PLAY

It's a game of tic-tac-toe, played on a frosted cake! Players choose either X or O and take turns identifying sounds in words, or words that rhyme. To win, a player must get three markers in a row.

WHAT'S BEING TAUGHT?

Letter/Sound Associations: An ability to identify short- and long-vowel sounds and consonant sounds; an ability to associate those sounds with letters.

Phonemic Awareness: An understanding that a word is made up of separate sounds.

Oral Segmentation: An ability to break down words into their sounds.

Oral Blending: An ability to blend sounds together to make words.

Rhyming: An ability to identify words that have the same vowel and ending sounds.

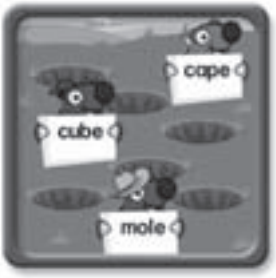
Auditory and Visual Discrimination: An ability to distinguish one sound and its corresponding letter from another; an ability to match oral and printed words.

WHY IS THAT IMPORTANT?

In order to build reading fluency and facilitate decoding skills, children must learn to apply their understanding of letter-sound correspondences to regularly spelled words. A good place to start is with the basic spelling pattern of consonant-vowel-consonant, or CVC, in which consonants represent their regular sound: *g* says /g/ as in *get* rather than /j/ as in *gym*; and vowels represent their short vowel sound: *o* says /o/ as in *cot* rather than /o/ as in *cold*. Another basic spelling pattern is CVCe, in which the silent e makes the vowel say its own name: by adding the silent *e*, *cap* becomes *cape*, *not* becomes *note*, and so on. Games that help children distinguish between these spelling patterns and the sounds they produce help to build instant recognition of those words and patterns when they appear in print.

Match a Mole

HOW TO PLAY



Three moles are playing peek-a-boo and challenging players to beat the clock in this fast-paced game. Players are prompted to find all the words with a specific element, such as short vowel sound of *a*, or the long vowel sound of *o*. Words appear and stay on the screen for a short time, or a longer time, depending on the player's success rate. Players score one point for each correct answer card they touch. The object of the game is for players to beat their personal best.

WHAT'S BEING TAUGHT?

Visual Discrimination/Word Recognition: An ability to identify sounds and letters in words, and distinguish between look-alike letters; an ability to instantly recognize words presented in rapid succession.
Long and Short Vowel Sounds: An ability to identify short and long vowel sounds and differentiate among them.

WHY IS THAT IMPORTANT?

To build reading fluency, as well as facilitate decoding skills, it's essential that children learn to apply their understanding of letter-sound correspondences.

Match-a-Morphosis

HOW TO PLAY

In this classic concentration activity, players match pictures and words. Nine little caterpillars are safely wrapped in their cocoons. By touching a cocoon, players unveil the word or picture that appears on its back. The object of the game is to match 4 pairs of words or pictures from the nine cocoons. If the player finds the wild card, or ninth card, all the cocoons turn around, allowing the player to see the remaining words and pictures for 3 seconds.

WHAT'S BEING TAUGHT?

Visual Memory/Spatial Relationships: An ability to remember print items, such as words and pictures, and locate them spatially in relation to one another.

WHY IS THAT IMPORTANT?

Visual memory aids and enhances the auditory element of learning to read. For example, there are many key words in the English language that are non-phonetic. Yet, they appear so often in print, they are known as "high-frequency" words. To remember them, children must study the configuration of the letters and the order of the letters within the words. They must then commit them to memory. In later years, visual memory plays a role in such varied activities as recalling places on a map, or remembering how to set up a math equation. Thus, visual memory plays an important role throughout a child's school life.

Do You Know?

HOW TO PLAY

It's time for players to put themselves in the spotlight as the curtain goes up on this lively game show. Nine squares appear on the screen, each containing a character or an object from the story. Players are prompted by a "game show host" to answer questions by selecting the squares that contain the best answers. For each correct answer, players are rewarded with an outburst of audience applause—as well as a story summary through the question-and-answer format!

WHAT'S BEING TAUGHT?

Recalling Important Ideas and Story Details: An ability to remember important people, places, and events in a story.

WHY IS THAT IMPORTANT?

Learning to read is not just a matter of decoding words. The essence of learning to read is to understand the content of the written material. Many educators follow a hierarchy of comprehension skills from a very literal understanding of the material to skills that develop a child's critical thinking and judgment. For beginning readers, the foundation of comprehension is the ability to recall story events and key details about the story: Who was the main character? What was the character's problem? What did he or she do to solve that problem? Where did the story take place? Encourage your child to see the relevance of early reading materials. Encourage your child to see the fantasy elements too. Enjoy the reading experience together—and build a lifelong love of reading!

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U.S./Canada Office:

Telephone: (800) 701-LEAP (5327)

Hours: Monday through Saturday, 5:00 AM to 7:00 PM, Pacific time.

U.K. Consumer Service Contact:

Please visit our U.K. Consumer Support Web site at *http://leapfroguk.custhelp.com,* 24 hours a day. You can search for frequently asked questions, or submit a question to our support staff via e-mail.

U.K. Office:

Telephone: 0800 169 5435

Eire: 00 44 1702 200244

Hours: Monday through Friday, 9:00 AM to 5:00 PM.

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Warranty Information

This LeapFrog product is warranted only to the original purchaser for a period of 3 months from the original purchase date, under normal use and service, against defective workmanship and material. This warranty is void if the product has been damaged by accident or unreasonable use, immersion in water, neglect, abuse, battery leakage or improper installation, improper service, or other causes not arising out of defects in workmanship or materials. Repair or replacement as provided under this warranty is the exclusive remedy of the purchaser. LeapFrog shall not be liable for any incidental or consequential damages for breach of any express warranty on this product. Any implied warranty of merchantability or fitness for a

particular purpose on this product is limited to the duration of this warranty. Some states do not allow the exclusion or limitation of incidental or consequential damages, or limitation on how long an implied warranty lasts, so the above limitations or exclusions may not apply to you. This warranty gives you specific legal rights and you may also have other rights, which vary from state to state.

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U.K.: In addition to the above-referenced warranty, this LeapFrog product shall be free from defects in material and workmanship for 12 months where the 3-month warranty period is not valid. The above express warranty and any applicable implied warranties are limited in duration to the warranty periods described above. Some provinces do not allow limitations on how long an implied warranty lasts, or the exclusion of incidental or consequential damages, so the above limitations do not apply to you. You may also have other rights under U.K. law, which this warranty does not limit.

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